NES-SV-USA

Acclaim's

STAR VOYAGER™

GAME PAK INSTRUCTIONS

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Nintendo ENTERTAINMENT SYSTEM®

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When those who were left in your civilization boarded CosmoStation Noah, they thought they were headed for safety.

Little did they know they would end up under inter-galactic siege. Surrounded in-definitely by Molok Wardrivers.

Somehow, someone must rid Spiral Galaxy IX of this Mo-lok flotilla. Or CosmoStation Noah will be trapped in its clutches. Forever.

Perhaps that someone is you...

Acclaim's

STAR VOYAGER™

Acclaim™
entertainment, inc.

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THE SET-UP

1. Make sure the power switch is OFF.
2. Insert the STAR VOYAGER™ CARTRIDGE as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON. You will now encounter the automatic demo mode.

TO START: Push the START BUTTON on Player 1's controller.

THE SCENE

The Place: Spiral Galaxy IX.

The Problem: A flotilla of Molok Wardrivers are holding your temporary home, CosmoStation Noah, captive.

You and your people never wanted any trouble. You had boarded CosmoStation Noah in an attempt to flee a Galaxy whose sun was quickly dying.

Your hope was to find a new home. In a Galaxy whose sun was young and strong.

But suddenly — as you entered

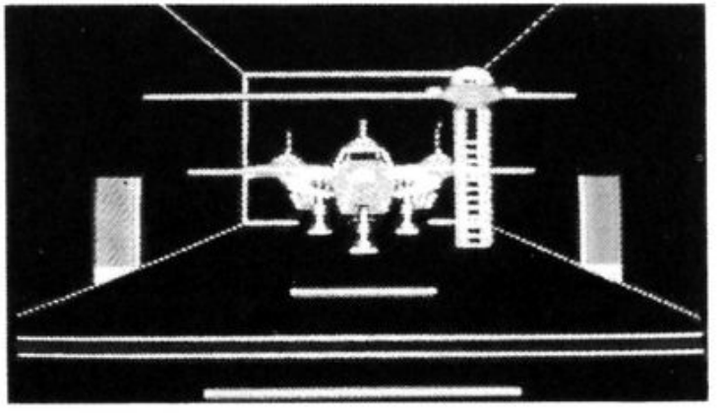
Spiral Galaxy IX – all hope began to dwindle. For you were confronted with one of the most ruthless astral terrorist groups in the universe: the Molok Wardrivers.

The Molok Wardrivers are renowned for their total disrespect for anything but rampant destruction. And they need no provocation to be driven into action.

Fortunately, the planners of CosmoStation Noah had thought to include the RH 119 in their inventory of equipment.

The RH 119 is one of the most supra-tech space vehicles ever designed. And it's equipped with Laser Cannons, Barrier Shields, a Life Support System and Adam, a fully-integrated bio-computer.

The thing is, there were only a handful of CosmoStation Noah inhabitants trained to work with Adam. And one of them was you.



After a series of stringent tests – for reflexes, endurance, intelligence and physical and psychological strength – *you* were chosen from all the rest.

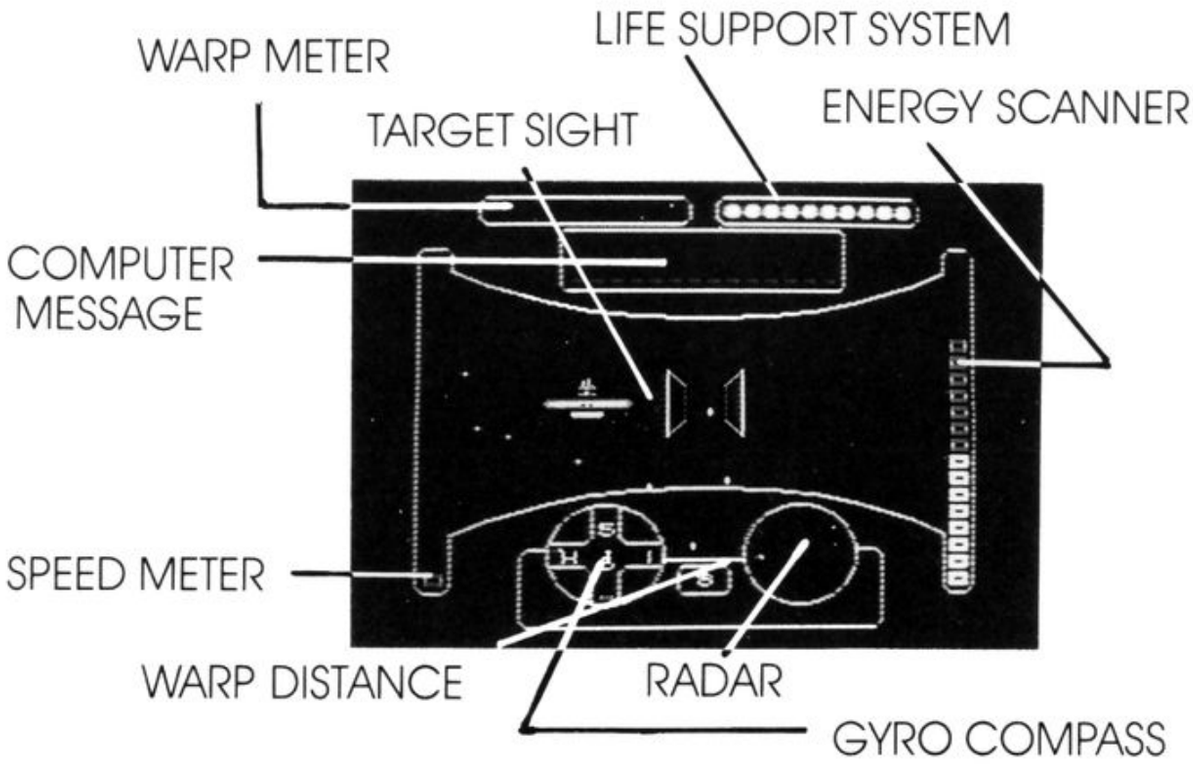
And now it is your job to leave the CosmoStation and go meet the enemy. All hope rides in your hands.

There are two major screens in STAR VOYAGER™: The MAIN SCREEN and the INFORMATION SCREEN.

The following illustrations call out the elements of each major screen.

The Main Screen

It's from the MAIN SCREEN that you'll monitor your energy and life support systems. It's also where you'll do all your flying. And fighting.



Cockpit Screen

Warp Meter — Each dot represents one warp sector of the map.

Gyro Compass — Indicates location or WARP destination.

Speed Meter — Warps when meter reaches red zone.

Warp Distance — Indicates length of WARP.

Energy Scanner — Shows fuel crystal level.

Life Support System — Each dot represents one capsule of energy.

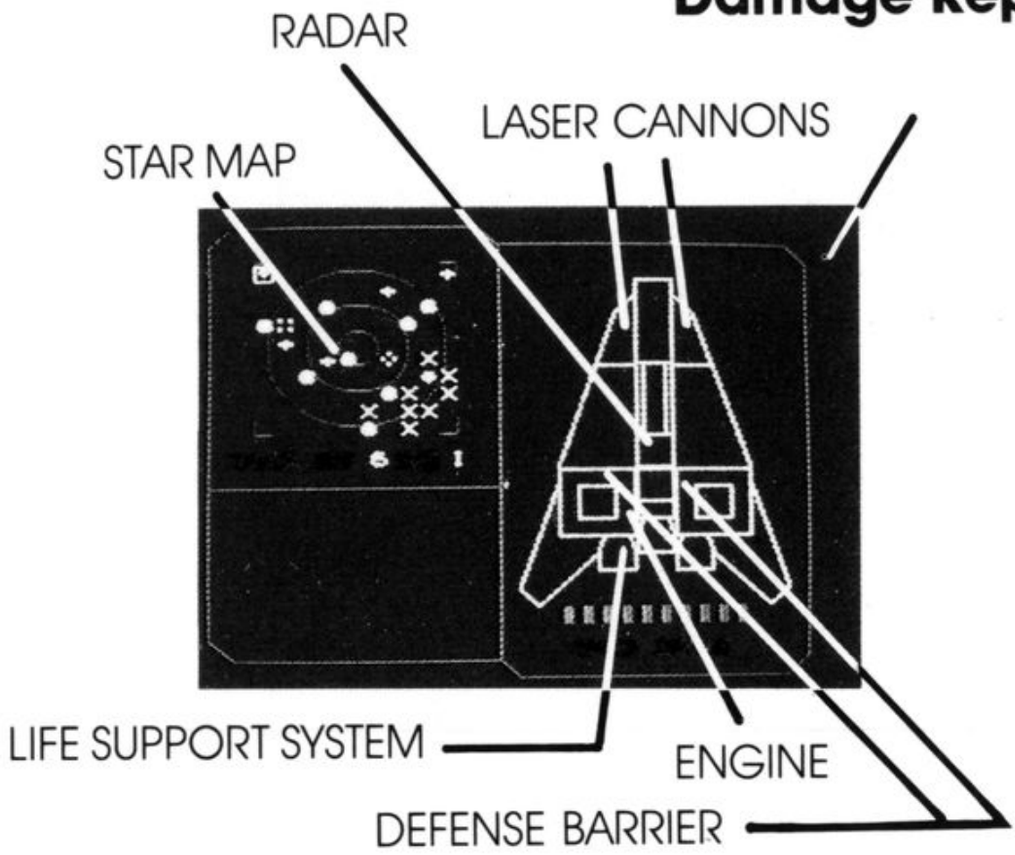
Radar — Warns you of impending enemy attack.

Approach Signal — Indicates approaching ship or celestial body.

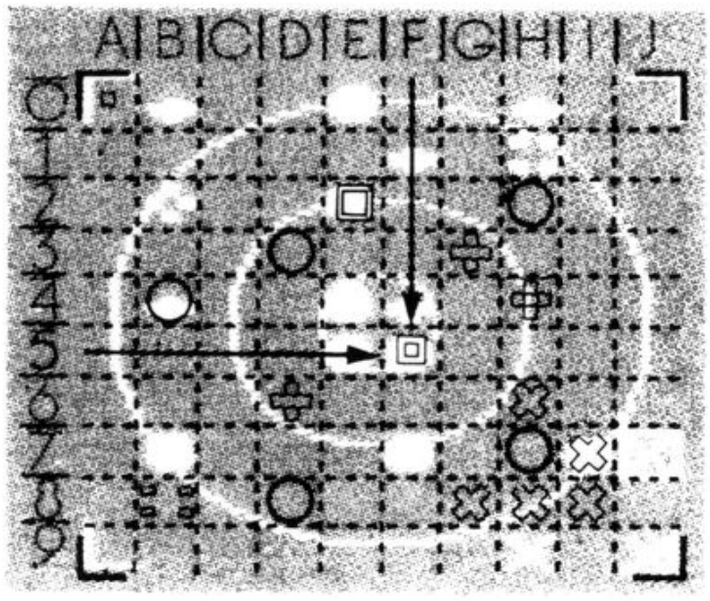
The Information Screen

From the INFORMATION SCREEN you'll plan your attacks — trying to avoid asteroid belts and black holes. You'll also check your ship for damages and engage your defense shields.

Damage Report Blueprint



Star Map



STAR

ENEMY

SPACE STATION

BLACK HOLE

ASTEROID BELT

COSMOSTATION

CURRENT LOCATION

TARGET LOCATION

If an area of your ship is in need of repair, it will be flashing on the blueprint. Also, there will be a message on the screen indicating the problem.

Repair procedures depend on which area of the ship has been damaged. The following guidelines will tell you what to do for each type of damage:

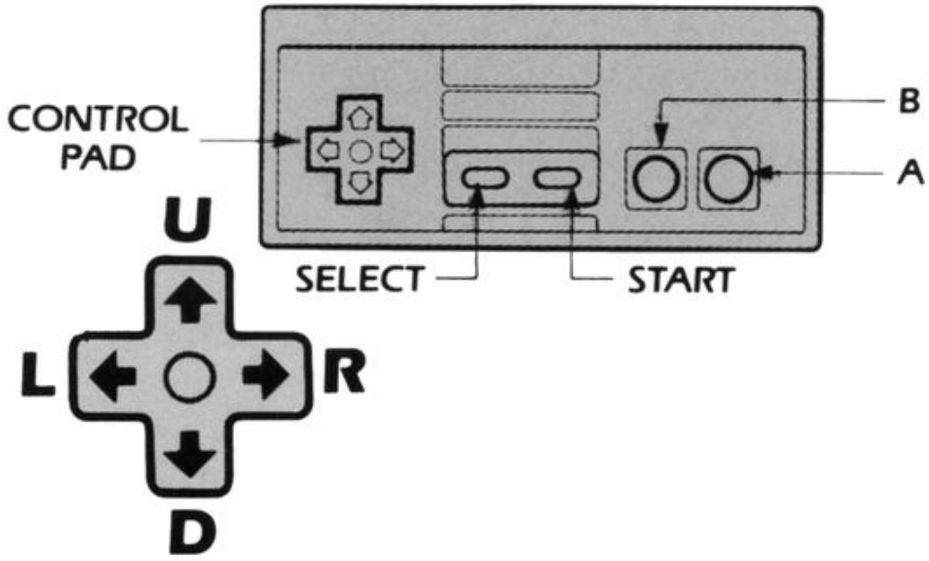
To repair damage to DEFENSE BARRIER, LASER CANNON or LIFE SUPPORT SYSTEM – Return to your CosmoStation (Home Base) by slowing down and bring the station into your site for docking.

To repair your RADAR – Go to *either* the CosmoStation or the nearest base.

To refuel – Go to the nearest base.

THE CONTROLLER

The following illustration shows you the control points on your NINTENDO ENTERTAINMENT SYSTEM® control pad. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.



TO STEER THE SHIP — Press the CONTROLLER in the desired direction.

TO ACCELERATE — Hold down BUTTON B until you've reached your desired speed. (As indicated by the SPEED METER, left vertical column of lights.)

TO DECELERATE — Tap BUTTON B.

TO FIRE THE LASER CANNON — Press BUTTON A.

TO GO TO INFORMATION SCREEN — Press SELECT.

TO RETURN TO MAIN SCREEN — Press SELECT.

TO PAUSE — Press the START BUTTON.

TO RESTART — Press the START BUTTON again.

THE PLANNING STAGE

Overcoming the Molok War-drivers in Spiral Galaxy IX is like any other successful attack; it takes careful planning.

All of your initial planning will be done while viewing the INFORMATION SCREEN. From the INFORMATION SCREEN you'll plan your WARP paths and manipulate your BARRIER SHIELDS — while constantly keeping track of ever-moving enemy posts.

TO PLAN YOUR ATTACK —

1.) Press SELECT to view the INFORMATION SCREEN.
2.) Identify the yellow flashing MAP GUIDE. That's you!
3.) Using the CONTROLLER, move the MAP GUIDE along the course you wish to follow in your proposed WARP destination.

REMEMBER: Your ship will follow the course you've given it. So try to avoid BLACK HOLES, ASTEROID BELTS and other hazards. At the same time, you must plan for fuel and repair stops along the way by WARPING to your SPACE STATIONS.

TO TURN ON BARRIER SHIELDS — Press BUTTON A while viewing the INFORMATION SCREEN.

When you return to the MAIN SCREEN, the skies will appear green. As your BARRIER SHIELDS weaken, the skies will return to their original color.

THE FLYING STAGE

Once you have selected your flight path — as described in *TO PLAN YOUR ATTACK,* above — you are ready to WARP to your desired destination. Here's how:

TO WARP

1.) Select flight plan from INFORMATION SCREEN as described in *TO PLAN YOUR ATTACK,* above.
2.) Return to MAIN SCREEN by pressing SELECT.
3.) ***Hold down*** BUTTON B until the number of dots on SPEED METER (left vertical column) is ***one away from the top*** and immediately release BUTTON B.
4.) Wait until the number of dots on the WARP METER (upper left horizontal column) matches the number on the WARP DISTANCE gauge and immediately ***hold down*** BUTTON B again.
5.) The screen will turn blue as you WARP to your destination. When the number on the WARP DISTANCE gauge reaches zero, immediately release your hold on BUTTON B. You will then have completed your WARP.

NOTE: The impact of warping may throw you off course a bit. So be sure to use the CONTROLLER to steady the GYRO COMPASS coordinates throughout the warp sequence.

TO FLY

There will be times when you need to fly within a given area *without WARPING*. To do so, just keep track of your location by checking the coordinates on the GYRO COMPASS.

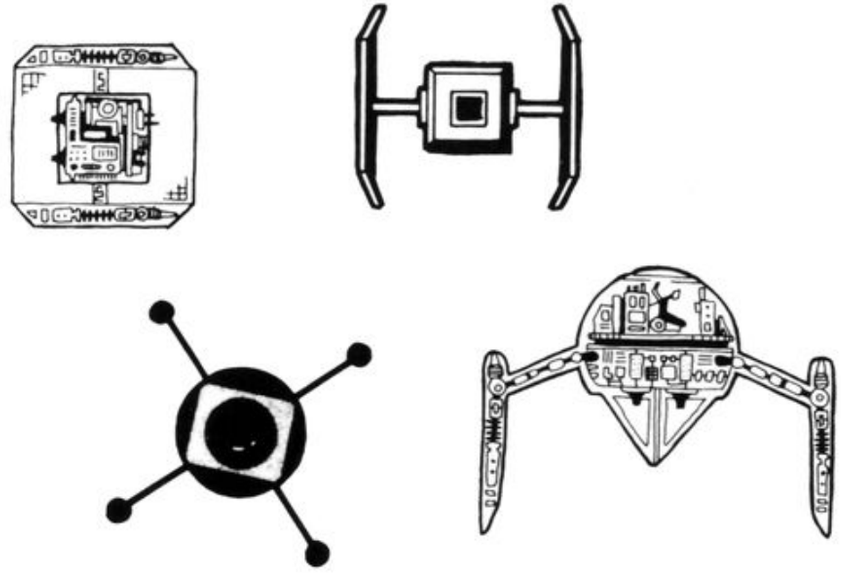
THE BAD NEWS

As if dealing with the Molok Warriors wasn't bad enough, the Spiral Galaxy IX also has a few of its own natural hazards. Like black holes. And asteroid belts.

Here's a list of the enemies, ships and celestial hazards you'll encounter:

Enemy Ships

If you can't find them, don't worry. They'll find you. Get them in your line of fire as quickly as you can. And blast away.



Enemy Mother Ship

She's as dangerous as an entire flotilla of enemy ships. And it takes 5 dead-on hits to destroy her.

Asteroid Belts

Only your BARRIER SHIELD — and accurate steering — will help here.

Black Holes

Don't get sucked in. Because there is no known form of escape.

Space Streams

These dangerous astral currents will twist you and whip you and move you around. But one thing's for sure: they won't get you anywhere you want to go.

THE GOOD NEWS

The planners of CosmoStation Noah must have known that something like this might happen. Which is why they've equipped your ship with some of the most powerful tools, weapons and technological warfare ever devised.

Plus, the Spiral Galaxy IX has a

few natural defenses of her own you can use. If you can find them.

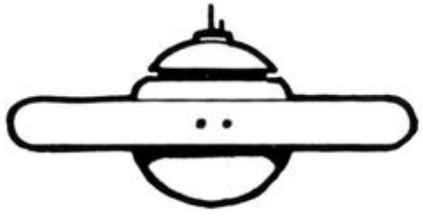
Here's what to expect in the way of assistance out there:

Laser Cannons

It's one of the most far-reaching and powerful defense mechanisms of its kind. Don't be afraid to use it.

CosmoStation

This is your home. Don't let anyone — or anything — destroy it.



Base Ship

If you're in need of repair — or refueling — steer one of these into your site and dock with it.

Monolith

If you see a strange looking monolith floating past you, land on it. It carries a HyperDrive engine that lets you warp anywhere — regardless of your fuel supply. And it's yours for the taking.

The Planets

The planets are on your side. They, too, would like to see the Molok Warriors extinguished. Land on

one – by keeping it in your line of vision – and see what it has in store for you.

One of the planets has a Star-Bomb that can wipe out an entire flotilla with one hit. Another planet holds a Super Laser that will wipe out the Mother Ship in one hit.

PLAY IT AGAIN

There are five ways in which you can lose the game. They are:

1.) You've used up all your energy.
2.) You fall into a black hole.
3.) Your ship undergoes too much damage – either from enemy attack or from asteroids.
4.) Your CosmoStation (home base) is destroyed.
5.) Your life support system is destroyed.

TO START OVER – Simply press the START BUTTON.

THE CLUES

- Several enemy squadrons may cluster together in one sector. So make sure you destroy *all* of them. Otherwise they will return again.
- The enemy squadrons are constantly moving. So check your INFORMATION SCREEN frequently.
- Don't overuse your BARRIER SHIELD. It's an energy drain.
- When the enemy's near, keep moving to avoid being hit!
- When WARPING, the movement of the ship may shake you off course a bit. Be sure to keep the GYRO COMPASS centered on the right coordinates.

Good Luck!

SAFETY TIPS

1. Always turn the power off before inserting or removing the GAME PAK from your Nintendo Entertainment System.®

2. This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit it or drop it. Do not take it apart.

3. Avoid touching the terminal connectors. Keep them clean by inserting the GAME PAK in its protective storage case.

4. Never attempt to take your GAME PAK apart.

5. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.

6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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